OUT OF THE BOX GUIDE 1.1

Learn To Play Card Location Tutorial Aid

We would like to present you with a tutorial aid to help you locate the cards needed during the Learn to Play experience. In the first part of this Tutorial, we'll outline several packs of cards which are indispensable for playing the Aeon Trespass: Odyssey tutorial. A unique code has been assigned to each pack: a number and a card size. For each pack, we have displayed the first and last cards that can be seen.

EXAMPLE: The 5_MTG denotes the fifth pack of MTG-sized cards (63x88 mm),
while the 2_MINI pack denotes the second Mini American size pack (41x63 mm).

Then, in order of appearance in the Learn to Play, we have listed every pack and every single card mentioned in the book with following information:

- a visual image of the card/deck.
- the code of the pack in which you can find that specific card/deck.

To avoid spoilers, we suggest that you only look for cards when the Learn to Play asks you to do so - not in advance.

WARNING: Note that sometimes you will be required to open a pack that also contains Secret Cards. The cards you need will not be in amongst the secret decks! There are dividers marked as "NO TRESPASSING" on both sides of the secret cards deck - don't touch anything in between these dividers unless you are instructed to do so (you won't be instructed to do so during the Learn to Play experience, these Secret Decks will come into play during the Main Campaign). You only should focus on the cards that are outside of the Secret Deck dividers.

EXAMPLE: You don't need to look inside the shown Secret Decks, but you may freely browse Condition cards that are packaged alongside them.

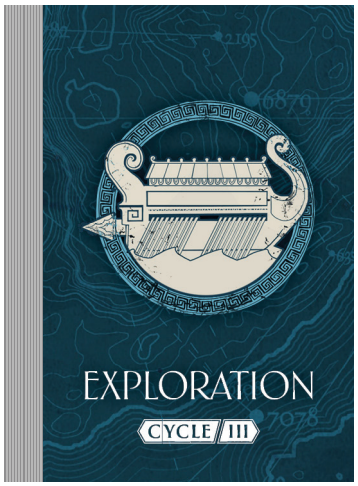
KNOCKDOWN
(FALLING)
You are knocked down. Place your miniature on its side as a reminder.
You cannot move voluntarily, attack or use actions or abilities, unless stated otherwise.
If this card is discarded by another effect, stand up (see the other side of the card).
At the end of your next turn, flip this card.
CONDITION (BODY)
SECRET DECK 2
SECRET DECK 5
SECRET DECK 8
SECRET DECK 12
NO TRESPASSING
ZZ1875
BACK

Locate the following packs of cards. Remember their codes!
You won't need other packs to experience the Learn to Play tutorial, so put them aside for a while. Also, please note that many cards are color coded, so for now you won't need to look through decks marked with colors specific for cycle II (red) or cycle III (purple).

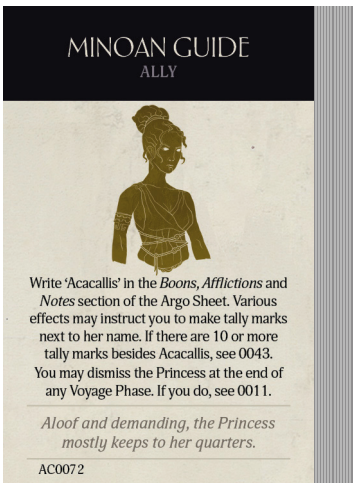
MINI PACKS

FRONT

1_MINI

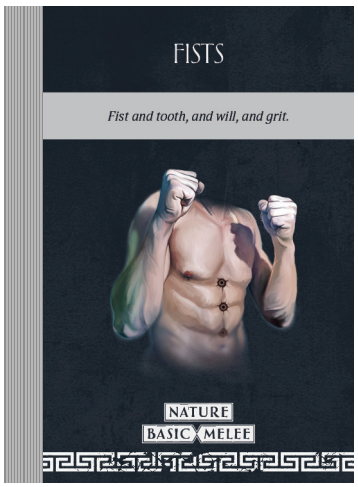


BACK

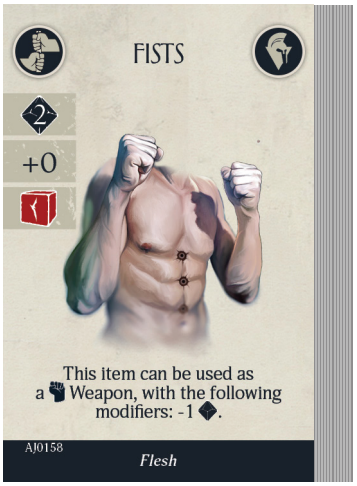

MINOAN GUIDE
ALLY
Write 'Acacallis' in the Boons, Afflictions and Notes section of the Argo Sheet. Various effects may instruct you to make tally marks next to her name. If there are 10 or more tally marks besides Acacallis, see 0043. You may dismiss the Princess at the end of any Voyage Phase. If you do, see 0011.
Aloof and demanding, the Princess mostly keeps to her quarters.
AC0072

FRONT

2_MINI

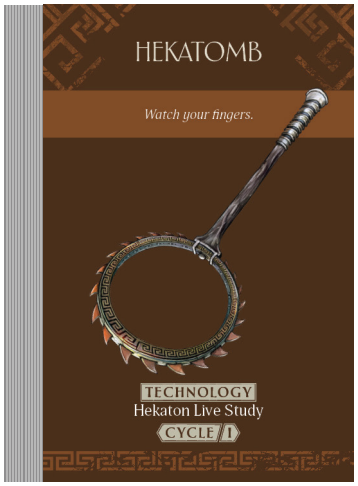


BACK



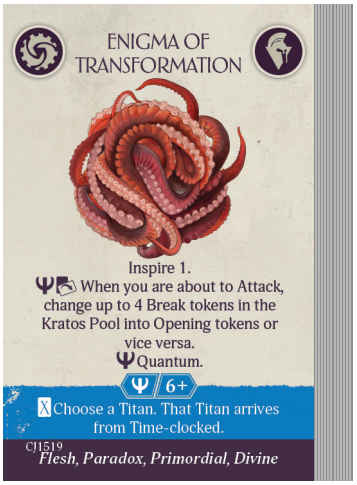
FRONT

3_MINI

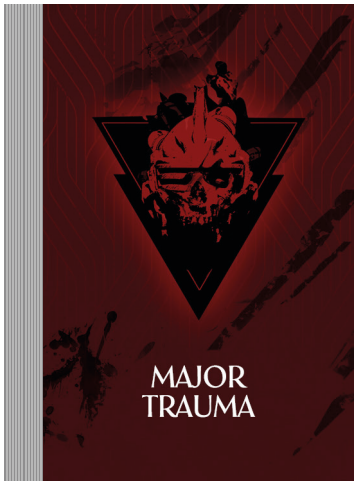


BACK

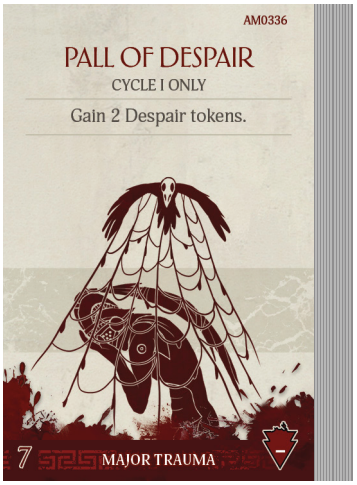
MINI PACKS


ENIGMA OF TRANSFORMATION
Inspire 1.
When you are about to Attack, change up to 4 Break tokens in the Kratos Pool into Opening tokens or vice versa.
Quantum.
6+
Choose a Titan. That Titan arrives from Time-clocked.
CJ1519
Flesh, Paradox, Primordial, Divine

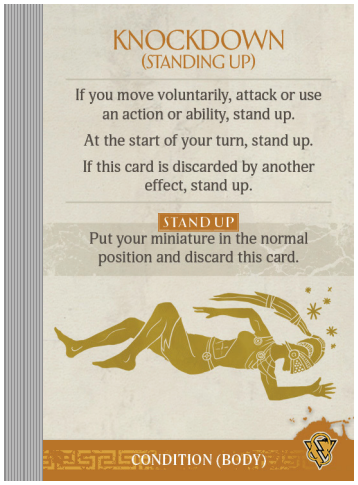
4_MINI



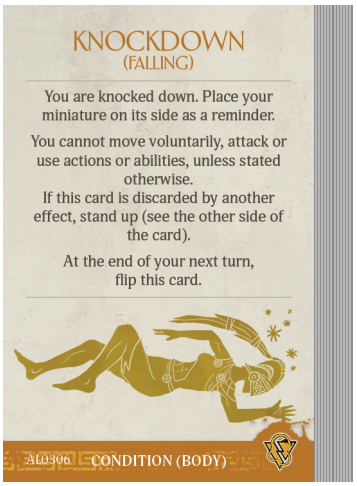
FRONT BACK



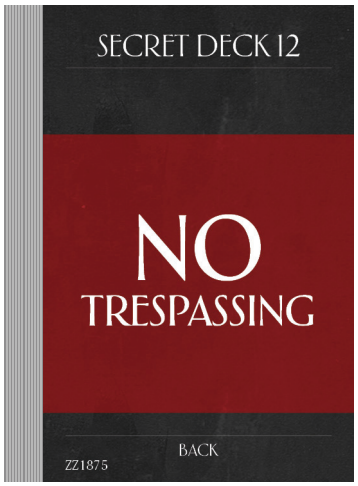
5_MINI


KNOCKDOWN
(STANDING UP)
If you move voluntarily, attack or use an action or ability, stand up.
At the start of your turn, stand up.
If this card is discarded by another effect, stand up.
STAND UP
Put your miniature in the normal position and discard this card.
CONDITION (BODY)

FRONT BACK


KNOCKDOWN
(FALLING)
You are knocked down. Place your miniature on its side as a reminder.
You cannot move voluntarily, attack or use actions or abilities, unless stated otherwise.
If this card is discarded by another effect, stand up (see the other side of the card).
At the end of your next turn, flip this card.
AL0306
CONDITION (BODY)

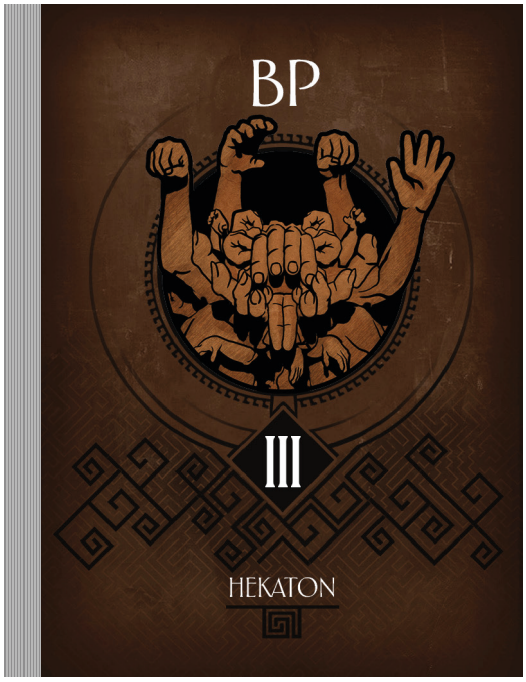
6_MINI



FRONT BACK

MTG PACKS

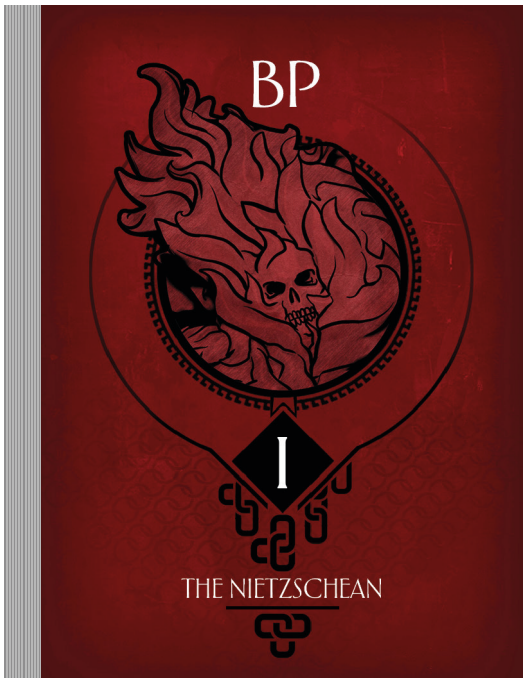
1_MTG



FRONT

BACK

2_MTG



FRONT

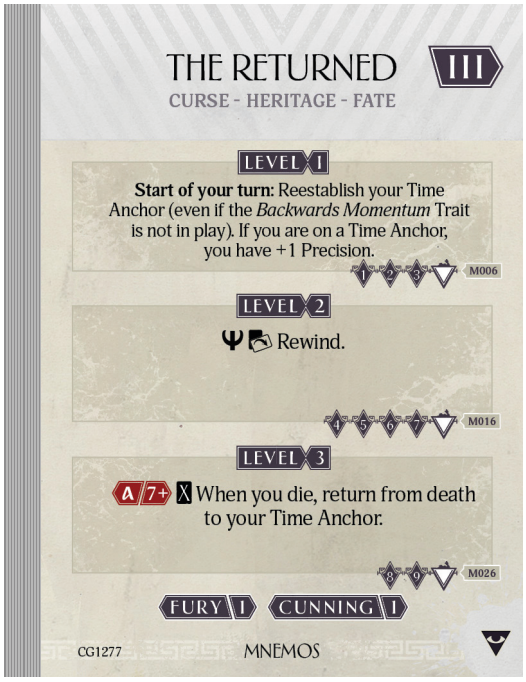
BACK

MTG PACKS

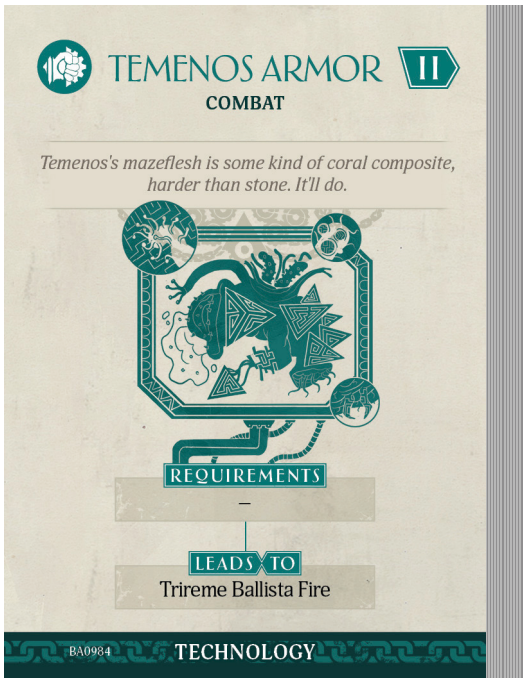
AMBROSIAL VESICLE
1
5
FAIL
Perform Signature against the Attacker.
WOUND
Gain 1 Ambrosia token.
CRITICAL
You smash the vesicle secreting ambrosia. A patch of the refined substance latches onto your skin, temporarily boosting your strength.
Unexhaust all of your and perform a Bonus Attack!
BS1095
BODY PART

FRONT

3_MTG


THE RETURNED
III
CURSE - HERITAGE - FATE
LEVEL 1
Start of your turn: Reestablish your Time Anchor (even if the Backwards Momentum Trait is not in play). If you are on a Time Anchor, you have +1 Precision.
M006
LEVEL 2
Rewind.
M016
LEVEL 3
A 7+ X When you die, return from death to your Time Anchor.
M026
FURY 1
CUNNING 1
CG1277
MNEMOS

BACK



FRONT

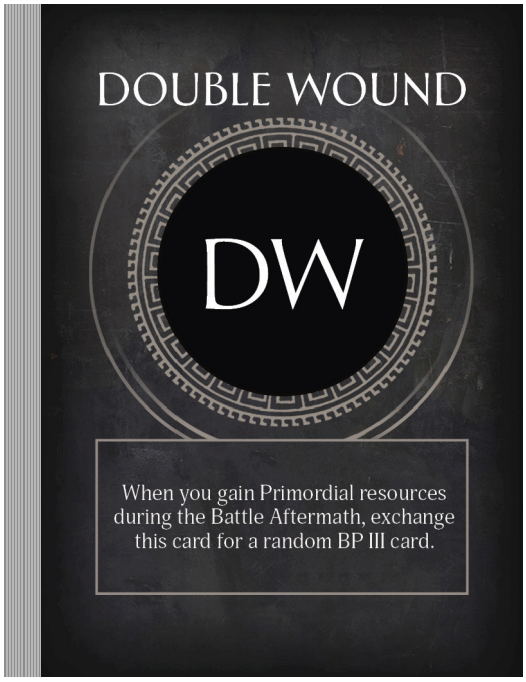
4_MTG

BACK

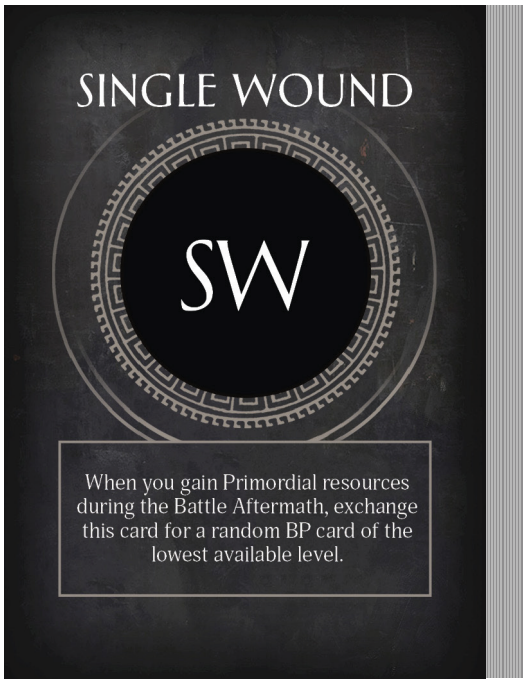
MTG PACKS

FRONT

5_MTG

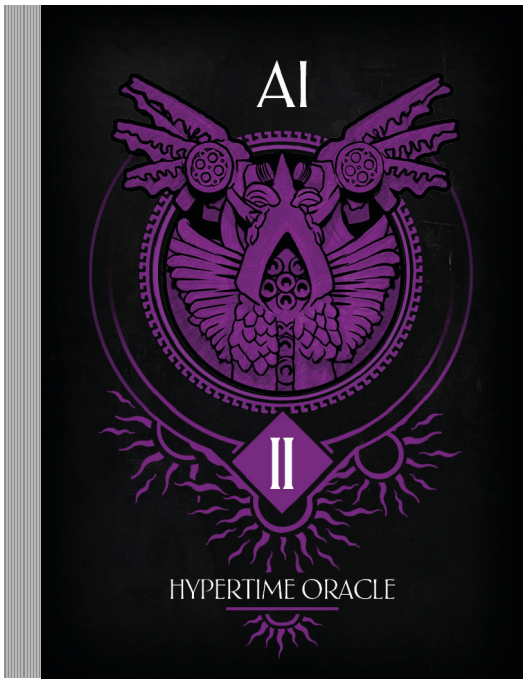

DOUBLE WOUND
DW
When you gain Primordial resources during the Battle Aftermath, exchange this card for a random BP III card.

BACK


SINGLE WOUND
SW
When you gain Primordial resources during the Battle Aftermath, exchange this card for a random BP card of the lowest available level.

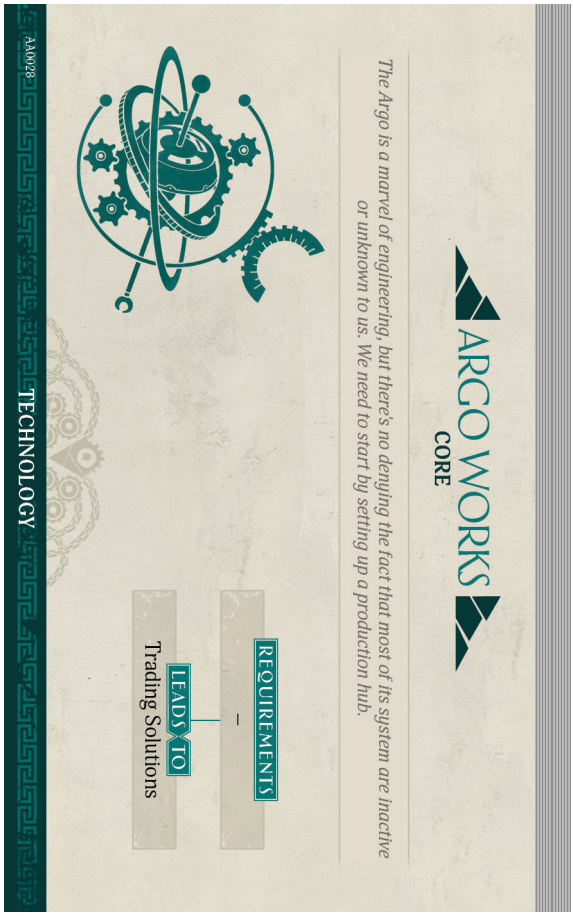
FRONT

6_MTG



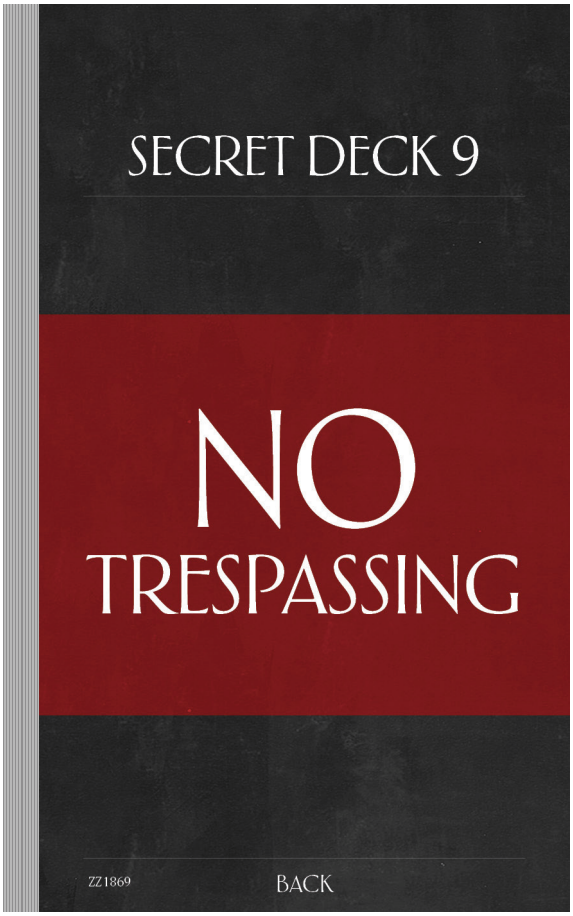
BACK

TAROT PACK


AA0028
TECHNOLOGY
ARGO WORKS
CORE
The Argo is a marvel of engineering, but there's no denying the fact that most of its system are inactive or unknown to us. We need to start by setting up a production hub.
REQUIREMENTS
–
LEADS TO
Trading Solutions

Front

1_TAROT



Back

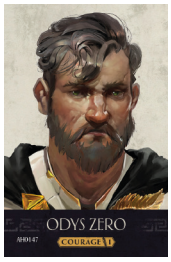
MAP PACK

Front

1_MAP

Back

TUTORIAL BATTLE			
LTP PAGE	CARDS NEEDED	WHAT DOES IT LOOK LIKE?	WHERE DO I FIND IT? [PACK NUMBER- PACK TYPE]
PG.4	**Condition** Deck	FRONT/BACK BACK	5_MINI (36 cards) 6_MINI (5 cards)
PG.4	**Kratos** Deck		6_MTG (6 cards)
PG.4	**Moiros** Deck		6_MTG (8 cards)
PG.4	**Trauma** Deck		4_MINI (37 cards – see below!) 5_MINI (36 cards – see below!) **Learn to Play only!** Remove the following cards from the Trauma decks: • Minor – Unexpected Help, Fear, Maze Emergence x2, Seed of Despair; • Major – Flood of Memories, Dread, Maze Eruption x2, Pall of Despair; • Grave – Deluge of Memories, Fused Souls, Theseus Logic, Ariadne's Logic. These cards represent advanced mechanics and are Cycle I specific cards. **Be sure to add them back to the decks as soon as you finish the Tutorial Battle!** Also make sure to remove any Trauma cards with the "Cycle II only" and "Cycle III only" tag from the Trauma decks. These will be added in the corresponding Cycles. In the LtP Obol deck there **should only be two specific cards**: You live! (AM0353) and You died (AM0354) The rest of Obol cards will be used later.

TUTORIAL BATTLE			
LTP PAGE	CARDS NEEDED	WHAT DOES IT LOOK LIKE?	WHERE DO I FIND IT? [PACK NUMBER- PACK TYPE]
PG.4	**Argonaut Portrait** Cards Cards ID: AH0147-0155		2_MINI (9 cards)
PG.5	**Hekaton Sheet**		Sheets pack
PG.5	***Fists*** Gear cards Cards ID: AJ0156-0159		2_MINI (2 cards) 3_MINI (2 cards)
PG.5	**Hekaton AI** Deck		1_MTG (18 cards)
PG.5	**Hekaton BP** Deck		1_MTG (13 cards) 2_MTG (5 cards)

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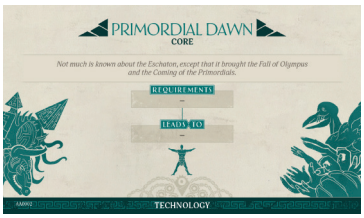
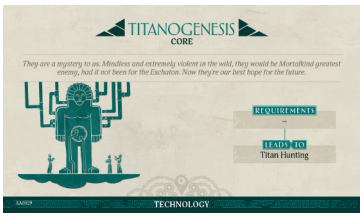
TUTORIAL BATTLE			
LTP PAGE	CARDS NEEDED	WHAT DOES IT LOOK LIKE?	WHERE DO I FIND IT? [PACK NUMBER- PACK TYPE]
PG.5	***Swat*** Hekaton Signature card Card ID: AR0412	 FRONT BACK	1_MTG
PG.5	***Idle Hands*** Hekaton Routine card Card ID: AR0413	 FRONT BACK	3_MTG
PG.5	***Column*** Terrain card Card ID: AI0361		6_MTG

BATTLE AFTERMATH			
LTP PAGE	CARDS NEEDED	WHAT DOES IT LOOK LIKE?	WHERE DO I FIND IT? [PACK NUMBER- PACK TYPE]
PG.17	***Sirenteeth*** Gear card Card ID: AJ0169		3_MINI

TUTORIAL CAMPAIGN ROUND 0: AWAKENING			
LTP PAGE	CARDS NEEDED	WHAT DOES IT LOOK LIKE?	WHERE DO I FIND IT? [PACK NUMBER- PACK TYPE]
PG.19	**Tutorial Map tiles** T00 - T06		1_MAP (7 Tiles)
PG.19	***Bridge Tholos*** Technology card Card ID: AA0002	 FRONT  BACK	1_TAROT

TUTORIAL CAMPAIGN ROUND 1: CALL TO ADVENTURE			
LTP PAGE	CARDS NEEDED	WHAT DOES IT LOOK LIKE?	WHERE DO I FIND IT? [PACK NUMBER- PACK TYPE]
PG.21	***Sail Spolas*** Gear card Card ID: AJ0160		3_MINI
PG.21	***Siren Panoply Armor*** Gear card Card ID: AJ0165		3_MINI
PG.21	***Boatmace*** Gear card Card ID: AJ0171		3_MINI
PG.21	***Titan Stoa*** Technology card Card ID: AA0029	 FRONT  BACK	1_TAROT

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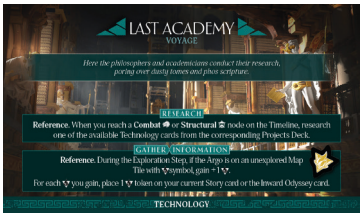
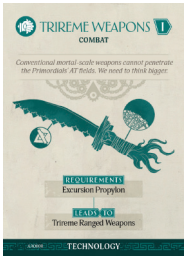
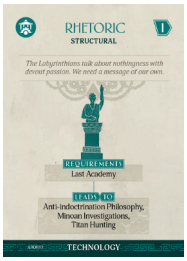
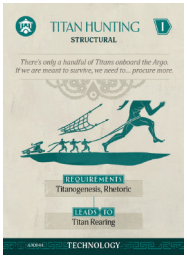
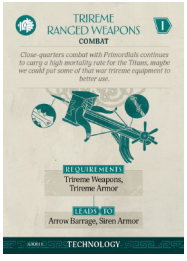
TUTORIAL CAMPAIGN ROUND 1: CALL TO ADVENTURE			
LTP PAGE	CARDS NEEDED	WHAT DOES IT LOOK LIKE?	WHERE DO I FIND IT? [PACK NUMBER- PACK TYPE]
PG.21	***Excursion Propylon*** Technology card Card ID: AA0021	 FRONT BACK	1_TAROT

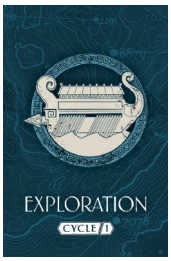
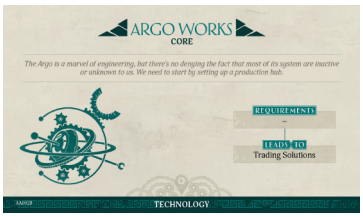
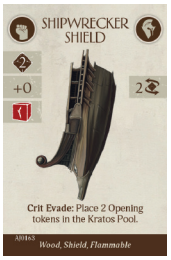
TUTORIAL CAMPAIGN ROUND 2: THE WAR PHILOSOPHER			
LTP PAGE	CARDS NEEDED	WHAT DOES IT LOOK LIKE?	WHERE DO I FIND IT? [PACK NUMBER- PACK TYPE]
PG.23	***Last Academy*** Technology card Card ID: AA0001	 FRONT BACK	1_TAROT
PG.23	***Siren Survivor*** Mnemos card Card ID: AG0134		3_MTG

TUTORIAL CAMPAIGN ROUND 2: THE WAR PHILOSOPHER			
LTP PAGE	CARDS NEEDED	WHAT DOES IT LOOK LIKE?	WHERE DO I FIND IT? [PACK NUMBER- PACK TYPE]
PG.24	***Trireme Weapons*** Technology card Card ID: AA0008		4_MTG
PG.24	***Trireme Armor*** Technology card Card ID: AA0003		4_MTG
PG.24	***Rhetoric*** Technology card Card ID: AA0033		5_MTG
PG.24	***Titan Hunting*** Technology card Card ID: AA0044		5_MTG
PG.24	***Trireme Ranged Weapons*** Technology card Card ID: AA0011		4_MTG

TUTORIAL CAMPAIGN ROUND 3: ASHES OF ALEXANDRIA			
LTP PAGE	CARDS NEEDED	WHAT DOES IT LOOK LIKE?	WHERE DO I FIND IT? [PACK NUMBER- PACK TYPE]
PG.26	***Imprisonment*** Mnemos card Card ID: AG0138		3_MTG

TUTORIAL CAMPAIGN ROUND 4: THE DOOM THAT CAME TO CRETE			
LTP PAGE	CARDS NEEDED	WHAT DOES IT LOOK LIKE?	WHERE DO I FIND IT? [PACK NUMBER- PACK TYPE]
PG.27	***Shape of Things to Come*** Cycle I Doom card		Sheets pack
PG.28	***Inward Odyssey: Truth of the Labyrinth*** Story card		Sheets pack

No additional cards during Tutorial Campaign Round 5

TUTORIAL CAMPAIGN ROUND 6: THE WORK HAS JUST BEGUN			
LTP PAGE	CARDS NEEDED	WHAT DOES IT LOOK LIKE?	WHERE DO I FIND IT? [PACK NUMBER- PACK TYPE]
PG.32	***Exploration*** Cycle 1 deck		1_MINI (16 cards) For the Learn to Play experience, you'll only need the cards with the following numbers (found in the black circle in the lower left corner): 1-9, 13, 19, 23, 28-31
PG.32	***Argo Works*** Technology card Card ID: AA0023	 FRONT BACK	1_TAROT
PG.32	***Shipwrecker Shield*** Gear card Card ID: AJ0163		3_MINI
PG.32	***Kratos Kopis*** Gear card Card ID: AJ0175		3_MINI